TEACHER NOTES

Design & Technology

Design For Purpose





Contextual Summary

This resource starts with a pre-visit lesson at school where an on-site activity will be created.

The main designing activity is intended for completion back at school.

The project covers a range of skills from questioning, creating within a team to presenting to an audience. The full project will cover a number of lessons.

Activities are designed to appeal to students of all abilities in lower key stage 2 (years 3-4).

SUBJECT

Design & Technology

UNIT

Designing for Purpose

OPPORTUNITIES FOR USE

- Pre-Visit
- ✓ On-Site Activity
- ✓ Post-Visit



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done at the beginning of the visit and may help students get to know their way around Tapnell Farm Park.

This activity can be teacher-led on-site, or a more autonomous approach can be adopted where small groups follow their own path through the areas but accompanied by an adult.

The main project will be continued in the classroom post visit and will be carried out in small groups. The project will see an idea reached, developed, drawn up and followed through to being presented to an audience.

CURRICULUM / SYLLABUS

- National Curriculum 2014
- Curriculum for Excellence

Applies to Resource numbered:



Ability Levels

This resource is suitable for lower key stage 2 students of mixed ability, working in groups. Student feedback sheets have low/high ability variants.

Key skills practised in this unit:

- ► Application of learnt skills in a new context
- ► Self management/organisation
- Creative thinking
- Collaborative working
- ► Higher order thinking skills.

Relationship to Curriculum

Many of these skills are required to be taught and practised as per the National Curriculum / Curriculum for Excellence, for key stage 2 subjects.

Learning Opportunities

Pre-Visit

- ► Completion of the pre-visit lesson a sample lesson plan is linked to this resource.
- Students will develop their questioning skills and will make their own questionnaire for use on-site.

During the Visit

► Students use their own questionnaire to collect evidence.

Post-Visit

Students complete the worksheet resource linked to this document: Animal Farm Park Design Challenge!

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- ▶ The project will reinforce problem solving skills as well as encouraging students to actively think about the way they approach a task and how they interact with others. This will impact on subsequent learning.
- There are opportunities for creativity, speech and language and the building of confidence.

Learning Outcomes

✓ Students will have demonstrated a range of skills involved in collaborative work, research, creativity, assessment, giving and taking feedback and presenting to an audience.

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